

Black Knight Legion

Field Manual

MechWarrior™ 4:
Black Knight

RESTRICTED ACCESS

This handbook is restricted to
Black Knight Legion personnel
only and shall be safeguarded
in accordance with technical
order QYV 04-74.

MW4-BKL-CAFS

CB-0608-64

Date: 4 September 3070
To: Eric McClair (claimant)
S.N. 046-3039-K9889
From: Veterans Affairs Dept.

Subj: Military Discharge Review:
Less Than Honorable

Pursuant to House Davion Court of Military Conduct, your application for review of dismissal from the Davion armed forces was taken under advisement by the Discharge Review Board and Board for Correction of Military Records.

This court finds no basis to overturn the decision to discharge the claimant as LESS THAN HONORABLE resulting from the actions described in Issues (below). Further, reinstatement of benefits incurred as a result of active service is denied.

Issues: Claimant disobeyed a direct order by a superior officer to retreat, instead choosing to advance behind enemy lines to rescue a critically wounded pilot, who later died from his injuries (ref: death certificate 3069-0172). The claimant's actions were a clear violation of the chain of military command and shall not be tolerated.

RESTRICTED

JW-0706-61

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An open letter to new recruits

Congratulations, and welcome. You have been accepted into the Black Knight Legion Mercenary Corps.

I applaud your courage in accepting this challenge. As a Legionnaire, you must renounce all prior allegiances and leave behind the past, and in return, you will experience the harshest of fighting conditions. However, you will be paid quite handsomely for the trouble. Our life may not be an easy one, but I assure you it is a lucrative one.

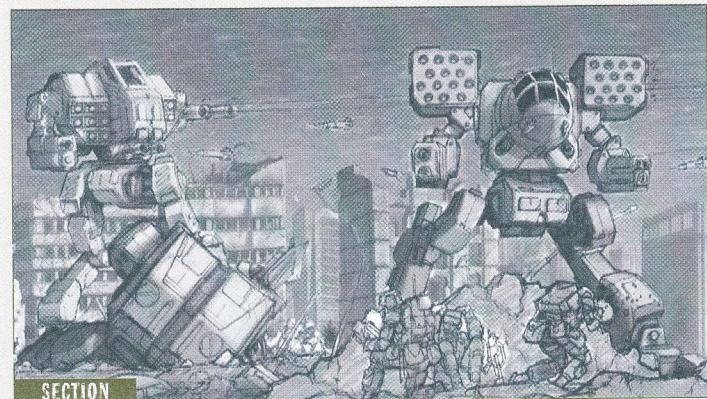
This *Black Knight Legion Field Manual* is the key to your success. It provides the latest battle equipment specs and strategies. Guard it carefully. It is imperative that this information not fall into the wrong hands.

Lastly, remember that this handbook is a supplement to your original *MechWarrior™: Vengeance BattleTech Reference* manual, not a replacement. For maximum effectiveness, both manuals should be used together.

Good luck,



Michael Lawhorn, Colonel
Black Knight Legion



SECTION

1.0

Prologue

1.1 PRECURSOR TO CONFLICT

Kentares has been in political turmoil since Ian Dresari took possession of the Ducal throne. Details of his succession are sketchy, but many feel that his sister Johanna was the heir apparent. Since her untimely death, civil unrest has grown into open rebellion.

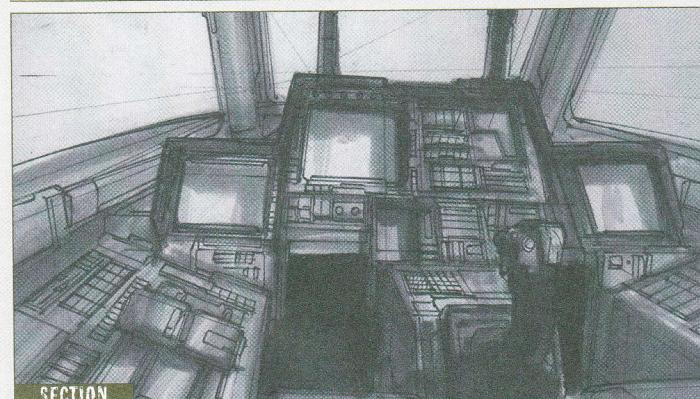
Karl Sonntag, a staunch loyalist to the Dresari family, turned his back on the fledgling sovereign and was recently arrested for sedition when he publicly condemned the new regime. His fate—as well as those of other political prisoners—is uncertain, but we do know that his leadership could prove invaluable if a resistance is to be mounted against Ian Dresari.

1.2 BANISHMENT

After years of faithful service as a Davion lance commander, you found yourself facing a disciplinary review board following a heated dispute with a superior officer. Using his influence with the corporative magistrate, he seized an opportunity to trump up charges of insubordination against you and had you drummed out.

Disgraced, jobless, and without a C-bill to your name, you turned to the only source of income at hand: Colonel Michael Lawhorn and his Black Knight Legion.

The Legion is a tight-knit group of rogue mercenaries with a reputation for the ruthless pursuit of profit—a reputation that's not altogether undeserved. Your experience and can-do attitude has helped you rise quickly through the ranks, and become the colonel's confidant and second in command.

**SECTION****2.0****Sortie Preparation**

Before committing yourself to combat, ensure your 'Mech is configured correctly.

2.1 SETTING UP YOUR SYSTEM

In order to meet the stringent specifications required of a Legionnaire, you must first install the MechWarrior 4: Black Knight software to your computer.

To install MechWarrior 4: Black Knight

1. Ensure MechWarrior: Vengeance is installed on your computer. This is required to run MechWarrior 4: Black Knight.
2. Insert the MechWarrior 4: Black Knight disc into your CD-ROM drive, and then follow the instructions on the screen.

If setup does not begin automatically or if you have trouble starting MechWarrior 4: Black Knight, refer to the Readme file on the MechWarrior 4: Black Knight CD.

2.2 CONFIGURING YOUR CONTROLS

Before joining your fellow Legionnaires in combat, refer to the *MechWarrior: Vengeance BattleTech Reference* manual to ensure your joystick is configured properly. Optimum control produces maximum effectiveness when engaging the enemy.

2.3 ENGAGING IN BATTLE

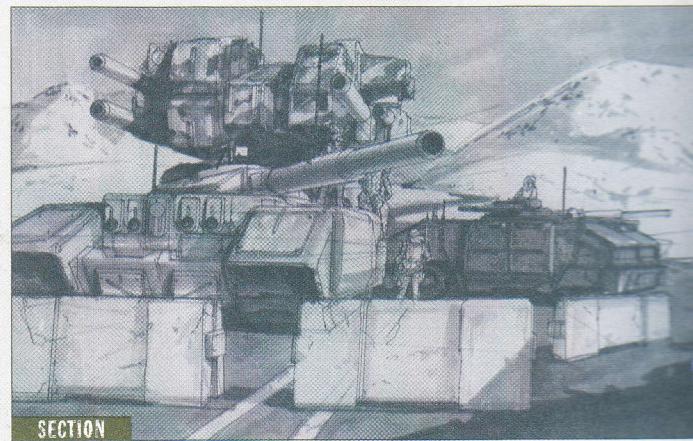
When you have completed installing *MechWarrior 4: Black Knight* to your computer and you have configured your controls for maximum effectiveness, you're ready to join your fellow Legionnaires on the battlefield.

To play *MechWarrior 4: Black Knight*

- Insert the *MechWarrior 4: Black Knight* disc into the CD-ROM drive. When you see the initial screen, click **Play**.

—or—

If the disc is already in the drive, double-click the *MechWarrior 4: Black Knight* icon on your desktop to launch the game. Or click **Start\Programs\Microsoft Games\MechWarrior Black Knight** and then click **MechWarrior Black Knight**.



SECTION

3.0

Equipment Specifications

This section contains equipment specifications for the latest BattleMechs, weapons, and support vehicles. Also included are the latest 'Mech and vehicle performance analyses for terrains you are likely to encounter. This information was compiled from field reconnaissance reports and, whenever possible, manufacturer blueprints. Use these data to familiarize yourself with your opponent's capabilities, as well as your own.

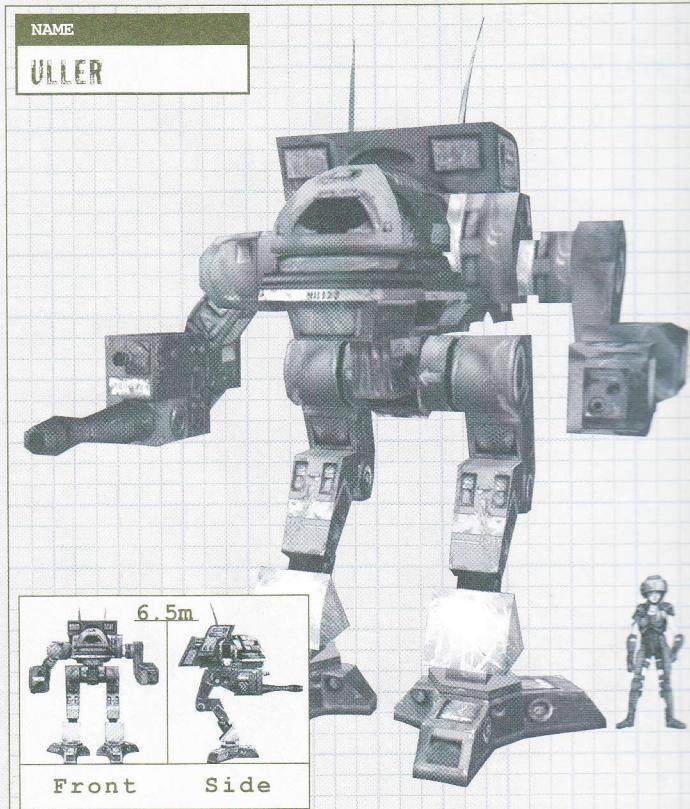
CAUTION

The information in this manual was current at the time of its printing. However, not all information may be 100% accurate to what you encounter in the field.

BATTLEMECHS						
NAME	TYPE	ARMOR (TONS)	CHASSIS	MAX SPEED (KPH)	MAX WEIGHT (TONS)	ELEC-TRONICS
Uller	Clan Light	FF/4	Endo Steel	130	30	Clan ER Lg. Laser (2) Clan ER Med. Laser Clan LRM 10
Wolfhound	IS Light	Ref/10	Normal	100	35	Lg. X-Pulse Laser Med. Pulse Laser (3)
Ryoken	Clan Medium	FF/8.5	Endo Steel	85	55	Clan ER Lg. Laser (2) Clan ER Med. Laser (2) Clan LRM 15 (2) Clan NARC Beacon
Black Knight	IS Heavy	FF/13	Endo Steel	81	75	PPC (2) Lg. Laser (3)
Sunder	IS Assault	FF/16.5	Endo Steel	65	90	LBX Scattershot 20 Lg. Laser (4) Med. Laser (2)

Note: BattleMechs are shown in their default configurations fitted with standard weapon loadouts.

NAME	ULLER
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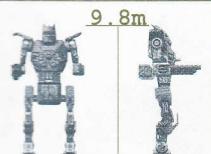
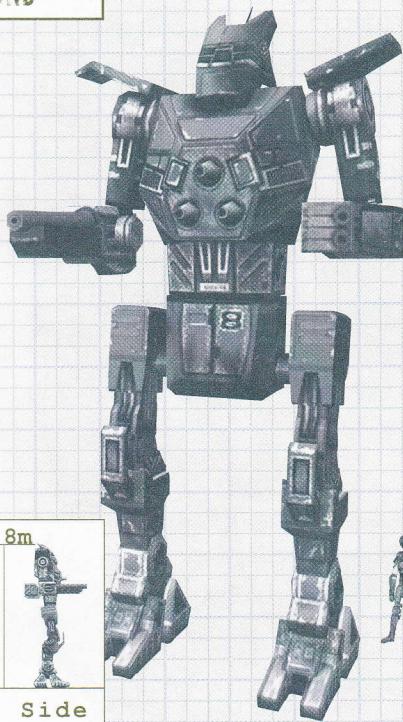


TYPE	MAX SPEED (KPH)
Clan Light	130
ARMOR (TONS)	MAX WEIGHT (TONS)
FF/4	30
CHASSIS	ELECTRONICS
Endo Steel	ECM
WEAPONS	
Clan ER Large Laser (2) Clan ER Medium Laser Clan LRM 10	

NOTES
The Uller is exceptionally versatile, with a potent arsenal of weapons that gives it striking power at all ranges. Fast and well armored, the Uller can hold its own against many IS medium 'Mechs.

NAME

WOLFHOUND



Front Side

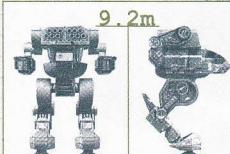
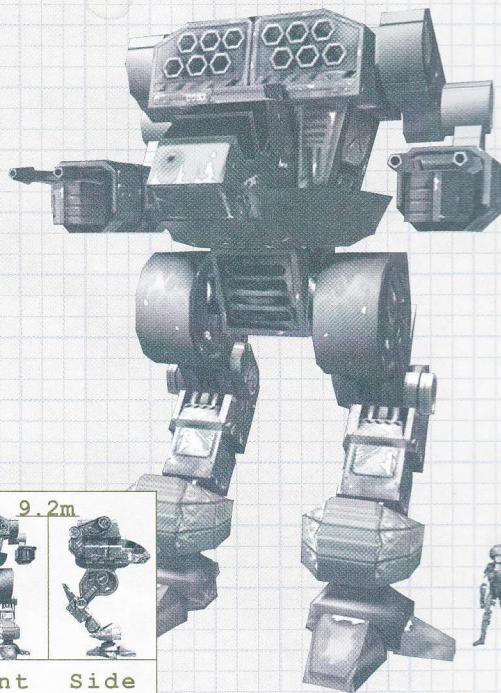
9.8m

TYPE	MAX SPEED (KPH)
IS Light	100
ARMOR (TONS)	Ref/10
CHASSIS	ELECTRONICS
WEAPONS	
Medium Pulse Laser (3) Large X-Pulse Laser	

NOTES
The WLF-2 Wolfhound is a vast improvement over the WLF-1. The original medium lasers have been upgraded to pulse lasers, and its primary weapon is the new, experimental large X-Pulse laser.

NAME

RYOKEN



Front Side

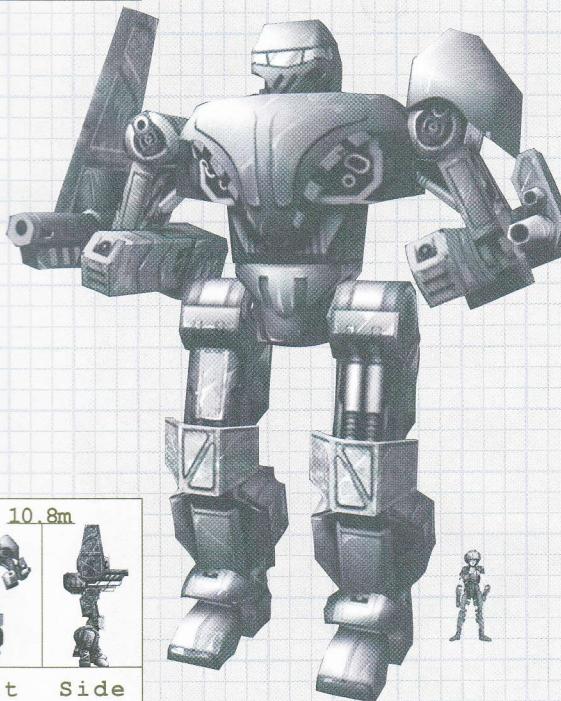
9.2m

TYPE	MAX SPEED (KPH)
Clan Medium	85
ARMOR (TONS)	FF/8.5
CHASSIS	ELECTRONICS
Endo Steel	BAP
WEAPONS	
Clan ER Large Laser (2) Clan ER Medium Laser (2) Clan IRM 15 (2) Clan NARC Beacon	

NOTES
With its ease of adaptability, massive firepower, and respectable speed, the Ryoken is a workhorse worthy of respect in any battle situation.

NAME

BLACK KNIGHT



10.8m



Front Side

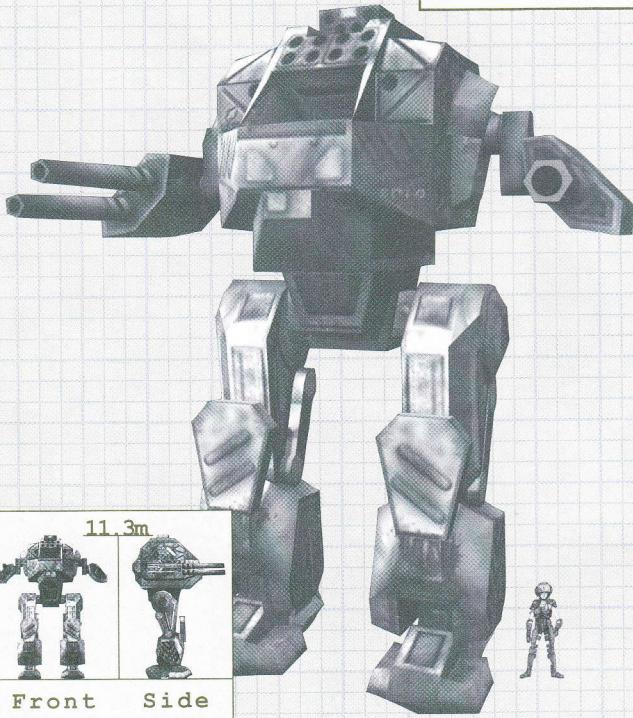
TYPE	MAX SPEED (KPH)
IS Heavy	81
ARMOR (TONS)	MAX WEIGHT (TONS)
FF/13	75
CHASSIS	ELECTRONICS
Endo Steel	None
WEAPONS	
PPC (2) Large Laser (3)	

NOTES

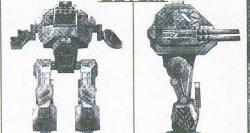
The colonel's pride and joy, uniquely tailored for use as his personal command 'Mech. With its impressive arsenal of weapons and armor, the Black Knight is a fearsome sight in battle.

NAME

SUNDER



11.3m



Front Side

TYPE	MAX SPEED (KPH)
IS Assault	65
ARMOR (TONS)	MAX WEIGHT (TONS)
FF/16.5	90
CHASSIS	ELECTRONICS
Endo Steel	None
WEAPONS	
LBX Scattershot 20 Large Laser (4) Medium Laser (2)	

NOTES

Originally built from captured Clan equipment and reengineered by the IS for use as an Assault 'Mech, the Sunder is an extremely capable machine, most notably for close-quarter combat.

3.2 WEAPONS

3.2.1 Ballistic

TYPE	SHOTS/ TON	SLOTS	HEAT	DAMAGE	RANGE	TONS	FIELD NOTES
Clean Ultra AC/10	36	2	0.75	9	400	13	Fires two regular autocannon rounds.
Clean Ultra AC/20	20	3	1.5	16	250	18	Fires two regular autocannon rounds.
Ultra AC/10	36	2	0.75	9	400	16	Fires two regular autocannon rounds.
Ultra AC/20	20	3	1.5	16	250	20	Fires two regular autocannon rounds.
Cluster Bomb	18	3	10	7 (each)	1000	13	Like the Long Tom, but with a larger spread and more destructive.
Autocannon 20	20	3	1.8	16	250	16	Like the AC/5 and 10, but with a shorter range and greater damage.

SECTION 3.0

EQUIPMENT SPECIFICATIONS

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3.2.2 Energy

TYPE	SLOTS	HEAT	DAMAGE	RANGE	TONS	FIELD NOTES
Small X-Pulse Laser	1	0.5	Unknown	200	1.5	[NOTE 1]
Medium X-Pulse Laser	1	2.75	Unknown	300	3	[NOTE 1]
Large X-Pulse Laser	2	7	Unknown	600	5	[NOTE 1]

Note 1: New technology, only recently put into production. Performance metrics were unavailable at the time of publication.

MECHWARRIOR 4: BLACK KNIGHT

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Ballistic Weapons:



Energy Weapons:



3.3 SUPPORT VEHICLES
3.3.1 Ground

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SECTION 3.0

EQUIPMENT SPECIFICATIONS

TYPE	TURRET ARMOR	BODY ARMOR	SPEED (KPH)	WEAPONS	FIELD NOTES
Demolisher II Heavy Tank	15	15	12	Machine Gun (2) LBX AC/20 AC/20	Slow, but deadly at close range.
Quad Panzer	2	2	20	Machine Gun Lg. Pulse Laser (4)	Equally effective as air defense and ground support.

Mobile Orbital Defense Laser (MODL)	Un-known	Un-known	Un-known	Med. Pulse Laser (12) for self-defense	Gargantuan planetary defense system.
Myrmidon Medium Tank	10	10	20	PPC SRM 6	Very dangerous medium-range tank.

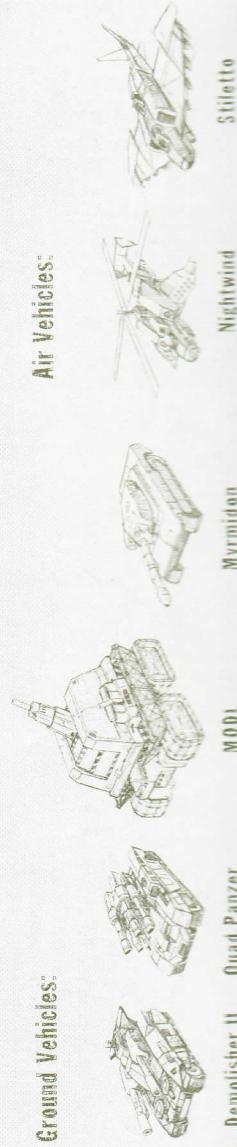
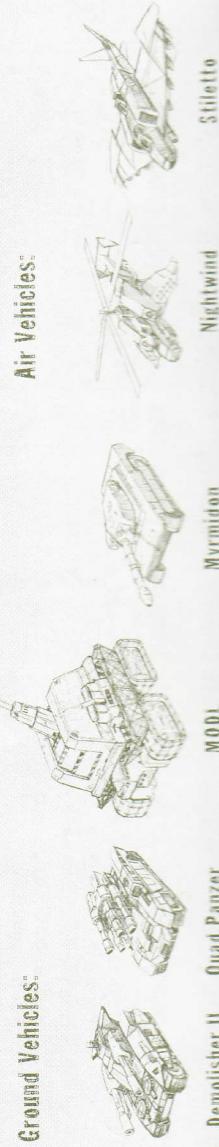
3.3.2 Air

MECHWARRIOR 4: BLACK KNIGHT

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TYPE	TURRET ARMOR	BODY ARMOR	SPEED (KPH)	WEAPONS	FIELD NOTES
Nightwind	None	1	30	LRM 10 (2)	Like the Peregrine, but much bigger and deadlier.
Stiletto	None	1	83	Bombs Ultra AC/2	Very fast. Good for low-level strafing and ground support.

Ground Vehicles:
**Air Vehicles:**

3.4

TERRAIN NOTES

This table contains the latest information on how different terrains affect BattleMech and vehicle performance.

TYPE	DESCRIPTION	EFFECT ON VEHICLES	EFFECT ON 'MECHS
Mineral	Crystalliferous rocks and foundations that create dust clouds when traversed and eject large shards when impacted.	No effect.	No effect.
Lava fields	Lava that has cooled sufficiently to solidify but continues to glow red with heat.	Traversable by tracked vehicles only, and top speed is reduced.	Traversable, but effective heat dissipation is severely hindered.
Molten lava	Fluid or semifluid magma that flows from fissures in the ground. Produces extreme heat.	No vehicle can traverse.	Prolonged exposure will destroy a 'Mech.

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SECTION 3.0

EQUIPMENT SPECIFICATIONS

**SECTION****4.0****Black Knight Legion MechLab**

With the exception of the changes described in this section, the features of the Black Knight Legion's MechLab are identical to the MechWarrior: Vengeance MechLab.

4.1 CHASSIS**4.1.1 Status Indicator**

A new feature that provides indication of chassis status has been added to the MechLab. In the chassis listing, the names of 'Mechs that are ready for use are displayed in white, while 'Mechs that are damaged appear as yellow, and crippled 'Mechs are red. This feature is also used in the chassis listings of the lancemate selection segment of the campaign mission selection screen.

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4.1.2 Repair

After each successful mission, battle-worn 'Mechs in your inventory undergo repair by Legion technicians. This includes any chassis that you salvaged from the battlefield. Damaged chassis are restored to ready-for-use status, and crippled chassis are upgraded to damaged status.

4.2 PERSISTENT INVENTORY

As if our resources weren't already stretched to their limit, chassis, weapons, and support vehicles that are damaged beyond repair are removed from your inventory and lost for good. Therefore, take advantage of repair facilities whenever and wherever you can. It's about the only thing a mercenary will ever get for free.

4.3 BLACK MARKET

An advantage of being a Legionnaire is we are unbound by the trade laws of the Successor States. Because your missions can occur in remote areas beyond Legion supply lines, it will be necessary for you to use alternative sources for chassis and weapons. You've probably heard this referred to as the Black Market.

To use the Black Market feature

1. In the MechLab screen, click the **Market** tab.

Market privileges are granted after you've successfully completed your first Black Knight Legion campaign.

2. Drag the items that you want from the Contraband list and drop them into the Buy window.

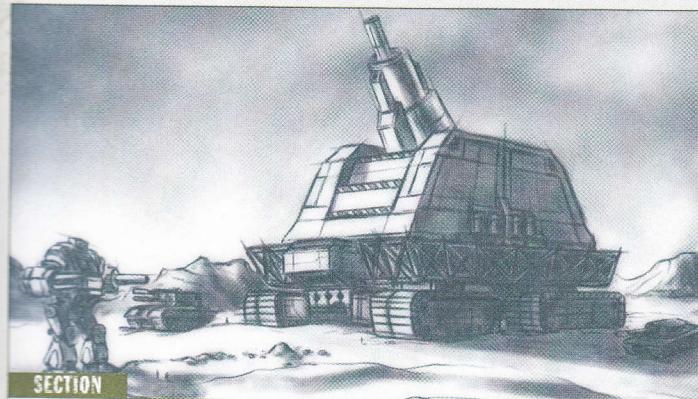
The items in the Contraband list are weapons and chassis scrounged by impenitent profiteers from 'Mechs damaged or destroyed in battle.

3. Drag the items that you are willing to exchange from the Inventory window and drop them into the Sell window.

The items in the Inventory window are the weapons and chassis you currently have in stock.

4. Click **Trade** to finalize the transaction, or click **Close** to cancel the deal and return to the MechLab.

The total value of the items in the Sell window must equal or exceed the total value of the items in the Buy window. The totals for each are displayed above their respective windows. When the trade is equitable, the **Trade** button is activated.



SECTION

5.0**Finding Some Action****5.1 EARNING YOUR PAY**

The colonel recently signed a contract committing the Black Knight Legion to intercede in the following campaigns. It's time to earn your pay.

5.1.1 Watch Dogs

Your first operation is set on a stark, lifeless planetoid rich in mineral wealth and home to a small Steiner mining operation where pirate raids are taking a toll.

5.1.2 MODL Hunt

Dropped into the hot desert scrublands of Kentares IV, the Legion provides tactical support to the Steiner militia in its bid to oust Ian Dresari.

5.1.3 Clean Sweep

You and your lance patrol the alpine forests of the Cascade Mountains, guarding the Legion's flank as the colonel readies a final attack. Your skills as a leader are about to be tested.

5.1.4 Reprisal

As your unit advances into urban Kentares IV, you witness the horrors of civil war. The city lies in ruin, the streets bloodied and pocked by death and destruction—testaments to the incompetent rule of Ian Dresari.

5.1.5 Payday

In the distance you detect the rugged silhouette of a terrain shaped by erupting volcanoes. This is a fitting milieu for the final showdown, as the need for retribution that builds within you is about to explode.

5.2 INSTANT ACTION

Instant Action play is the same for MechWarrior 4: Black Knight as with MechWarrior: Vengeance.

5.3 MULTIPLAYER ACTION

As a rogue, you'll have plenty of opportunities to engage others in combat, be it to make a name for yourself or for the sheer excitement of the hunt.

5.3.1 Connecting to a Multiplayer Game

There are several ways to link up with other mercenaries looking to do battle. Go to the Microsoft® Gaming Zone at www.zone.com and join an existing MechWarrior Black Knight game or host one of your own.

—or—

Click **Multiplayer** on the Main Menu, select from the following connection types, and then follow the instructions on the screen.

Modem Play between computers using modems.

ISDN Play over an Integrated Services Digital Network (ISDN).

XDSL Play over a Digital Subscriber Line (DSL).

Cable Play over a cable Internet service connection.

LAN Play over a Local Area Network (LAN).

5.3.2 Multiplayer Game Types

Absolute Attrition (team and individual) Kill or be killed. It's that simple. Fighting on a team or by yourself, you go up against another team or individual in a knock-down, drag-out 'Mech battle to the death. Whether you're inflicting the damage or it's being inflicted upon you, scoring is added or subtracted based on a combination of damage-to-tonnage ratio, component kills, enemy kills, and—heaven forbid—friendly fire. Larger bonuses are awarded to lighter 'Mechs that go up against heavier 'Mechs.

'Mech Strongholds (team) Annihilate the enemy and destroy their headquarters. Scoring is added or subtracted based on a combination of enemies you kill and teammates killed by your enemy, and of course, the grand prize, destroying the enemy's HQ.

Siege Assault (team) A single command post stands against an assault force. Similar to **'Mech Strongholds**, but this time you can choose between being the attacker and being the defender. As attacker, you must destroy the fortress. As defender, you must hold out for reinforcements. Scoring is based accordingly on successfully destroying the command post or successfully defending the post for a given length of time. Scoring is also added or subtracted based on a combination of enemies you kill and teammates killed by your enemy.

Goliaths (team) A small band of large Assault 'Mechs fends off an attack from a large squad of smaller light and medium 'Mechs. Is this a case of a bully getting his comeuppance? Or are the smaller guys just fooling themselves? Scoring is added or subtracted based on kills and damage your team inflicts or has inflicted on it. Larger bonuses are awarded to lighter 'Mechs that go up against heavier 'Mechs.

Clan versus Inner Sphere (two teams) In a classic duel between arch nemeses, two teams square off, one as the Clan and the other as the Inner Sphere, and each is limited to using their own equipment. Like **Absolute Attrition**, scoring is added or subtracted based on a combination of damage-to-tonnage ratio, component kills, enemy kills (with a bonus calculated on kill-to-tonnage ratio), and friendly fire.



SECTION

6.0

Additional Operational Details

With the exception of the changes described in this section, the operational details of *MechWarrior 4: Black Knight* are identical to the details explained in the *MechWarrior: Vengeance BattleTech Reference* manual.

6.1

DYNAMIC CAMPAIGN

Warfare is no longer a linear process. Successful completion of a mission will often result in several missions becoming available for play so you can work your way through a campaign in the order that suits you best.

6.2 MISSION SELECTION AND LAUNCH

In addition to the operation overview audio transmission played at the beginning of each campaign, detailed briefings are now transmitted when the individual missions are selected.

To select and launch a mission

1. Click **Campaign** in the Main Menu.

An audio transmission will automatically play an overview of the operation. To repeat the briefing, click the play arrow under Incoming Transmission.

2. On the operation overview map, select the mission you want to play by clicking its mission location indicator.

-or-

If you want to replay a mission that you've already completed, click **Load**, select a mission from the list of saved games, and then click **Load** again.

An audio transmission will automatically play providing you a detailed description of the mission. To repeat the briefing, click the play arrow under Incoming Transmission.

3. To begin the mission, click **Launch**. Or to return to the Operation Overview screen, click the **Op Overview** button.

Appendix A Glossary

This section defines the abbreviations and terms used in this manual.

ABBREVIATIONS

AC	Autocannon	LRM	Long-range missiles
BAP	Beagle Active Probe	MODL	Mobile Orbital Defense Laser
ECM	Electronic Countermeasure	PPC	Particle Projection Cannon
ER	Extended Range	Ref	Reflective (armor)
FF	Ferro Fibrous	SRM	Short-range missiles
HQ	Headquarters		
IS	Inner Sphere		
LBX	Luxor Ballistic X (Ten)		

TERMS

Ballistic weapon A firearm that discharges a free-falling projectile, usually an explosive shell.

Beagle Active Probe (BAP) An advanced targeting system for missiles.

Black Market The business of trafficking goods in violation of Successor State trade restrictions.

The Clans A splinter faction that formed in response to the constant warring between empires of the Successor States.

Energy weapon A firearm that emits a highly amplified beam of electromagnetic radiation.

Inner Sphere The interstellar empires that comprise the Successor States. The history between domains is punctuated by war as each vies for control, but economic need requires that they maintain good trade relations.

Heat sink The exterior panels of a 'Mech that help dissipate heat.

Mobile Orbital Defense Laser (MODL) An itinerant planetary defense system that wields a large high-yield laser.

Successor States (See **Inner Sphere**)

X-Pulse Laser An energy weapon of tremendous power. Because it is new technology, performance metrics have not been fully evaluated.

Credits

Cyberlore Studios, Inc

Project Lead and Lead Designer David Fifield
Lead Programmer John Scully
Lead Artist David White
Producer Eric Marcoullier
Executive Producer Joe Minton
Programmer Matt Kimmel
Artists Michael Clarke
Bryant Johnson
Michael Richard
David Stokes
Designers Ferret Baudoin
Michael Turner
Content Manager Cara McCormick
Sound Design and Engineering Jack Cameron
Voice Direction Eric Marcoullier
Marketing Jay Adan
Playtesting Chris Condon
Erik Hawley
Additional Playtesting Jay Adan
Jack Cameron

Voice Actors Lisa Abend
Walter Carroll
Stephen Eldredge
Tim Holcomb
George Ledoux
Joe O'Rourke
Christine Stevens
Management Team Seth Spaulding,
Art Dept.
Matt Kimmel,
Programming
Dave Fifield,
Design Dept.
Ken Grey,
Vice President
Lester Humphreys,
President
Joe Minton, CEO
Artists Michael Clarke
Bryant Johnson
Michael Richard
David Stokes
Designers Ferret Baudoin
Michael Turner
Content Manager Cara McCormick
Sound Design and Engineering Jack Cameron
Voice Direction Eric Marcoullier
Marketing Jay Adan
Playtesting Chris Condon
Erik Hawley
Additional Playtesting Jay Adan
Jack Cameron

Microsoft Corporation

Program Manager Andrew Brown
Test Team Douglas Hall
(Test Lead)
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Richard Croly
Wen-Chin Deng
Michael Engle
Kyoung Ho Han
Adam Maloy
Sidharth Patel
Prodipro Roy
Dan Solum
Jin Yong Jeong
Ji Young Kim
Print Design Chris Burns
User Experience John Pecorelli
Robert Sillence
ZoneStats Matt Esget
Michael Swink

User Testing Kevin Keefer
Randy Pagulayan
Ben Babcock
Product Support Steve Kastner
Product Planner Michael Ahn
Marketing Chris Lye
Darren Trencher Peter Zyniewicz
Legal Jeff Koontz
Jama Cantrell
Patricia Doyle
Christina Radocha
Sue Stickney
Localization Steve Belton
Jennifer Bixler Suzanne Boylan
Niamh Butler Julian Duffy
Brian Fox Ji Hong
Fionnuala Keegan Brendan McGarry
John O'Sullivan John Prichard
Jason Shirley Greg Ward
Development David Abzug
Tom Burlington Jerry Edsall
Dave Luehmann Peter Mayberry
Sage Merrill Brennan Priest
Heinz Schuller TJ Wagner
Fang Wang John Yovin
FASA Studios

Microsoft Worldwide Services**Product Name:** MechWarrior 4: Black Knight**Support Info Online:**<http://support.microsoft.com/directory/productsupportoption.asp>In Canada, visit <http://www.microsoft.ca/support>**Phone Support:** (425) 637-9308 in the US, or (905) 568-3503

in Canada (toll charges may apply).

Worldwide: Support options, hours and cost in your country or region may differ from the US. Please visit <http://support.microsoft.com/directory/ww.asp> to check with your local office for details. If there is no Microsoft subsidiary office in your country or region, please contact the establishment from which you obtained your Microsoft product.**Conditions:** Microsoft's support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.**SAFETY INFORMATION****About Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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